WARHAMMER 40.000

## RITES OF WAR

## Unit Reference Guide

SCOU	t	RACE	hor	HOVE TY	ORE O	R MECH	KINE	ATTACK	in Arthur	DEFE	E STREET	ETH SPOT	ING LEADS	RSHIP SPECIALS
	GREAT HARLEQUIN	ELDAR	5	OPEN	0	9	14	0	1	11	10	6	7	FEARSOME INVISIBLE LETHAL SINGLE ENTITY
	HARLEQUINS	ELDAR	4	OPEN	0	8	11	0	1	8	15	6	6	LETHAL INVISIBLE FEARSOME
	MIMES	ELDAR	4	OPEN	0	7	8	0	1	6	15	6	4	INVISIBLE
	MARINE SCOUTS	IMPERIAL	4 .	OPEN	0	7	12	0	1	12	15	6	4	
The state of the s	LICTORS	TYRANID	5	OPEN	0	8	18	0	1	16	15	6	10	FEARSOME INVISIBLE FRENZY HEROIC

ARTILLERY	RACE	MOVE	MOVE TH	ore o	R MICH	THE MELE	ATTACK	D ATTACK	DETAN	E STREET	STE SPORT	IHG LEADS	RSHIP SPECIALS
D-CANNON	ELDAR	3	OPEN	М	1	1	14	3	4	15	4	4	DISTORTION
SCATTER LASER	ELDAR	3	OPEN	М	3	1	13	3	4	15	4	4	RAPID FIRE
BRIGHTLANCE	ELDAR	3	OPEN	М	2	1	13	3	4	15	4	4	ARMOUR PIERCING
VIBRO CANNON	ELDAR	3	OPEN	М	2	1	13	3	4	15	4	4	SEISMIC ATTACK
WHIRLWIND	IMPERIAL	4	TANK	М	1	1	13	3	15	15	4	7	EXPLOSIVE
IMPERIAL AUTO CANNON	IMPERIAL	3	TANK	0/м	2	3	11	3	3	15	4	4	RAPID FIRE
BROOD WHIRLWIND	TYRANID	4	TANK	М	1	1	14	5	15	15	4	7	EXPLOSIVE
BROOD AUTO CANNON	TYRANID	3	TANK	0/м	3	6	11	3	3	15	4	3	RAPID FIRE
BIOVORE	TYRANID	3	OPEN	0	2	3	12	3	4	15	4	6	EXPLOSIVE LETHAL

	RACE	ar.	, MET	ight.	R MECH	MINE E	ATTACE	a affact	A DISTAN	et et	STE TE	ine of	RSHIP SPECIALS
TACTICAL	AM	410	40.	ORIS	Till	WEL	RAIL	MILL	DEE	STR	est <sub>O</sub> ,	I.E.A.	cht.
WARP SPIDER EXARCH	ELDAR	5	OPEN	0	6	14	15	1	15	10	5	7	SINGLE ENTITY LETHAL CLOUD ATTACK WARPING
WRAITHGUARD	ELDAR	4	FORM	М	6	1	12	1	16	15	5	9	DISTORTION
DIRE AVENGER EXARCH	ELDAR	4	OPEN	0	6	16	14	1	14	10	5	8	SINGLE ENTITY LEADER
WARP SPIDERS	ELDAR	5	OPEN	0	5	4	10	1	13	15	5	6	LETHAL CLOUD ATTACK WARPING
DIRE	ELDAR	4	FORM	0	5	5	12	1	11	15	5	7	
GUARDIANS	ELDAR	4	FORM	0	4	1	10	1	9	15	5	5	
TERMINATORS	IMPERIAL	3	FORM	0/М	6	10	16	1	19	15	5	9	LEADER
SPACE MARINES	IMPERIAL	3	FORM	0	5	6	12	1	14	15	5	8	
SISTERS OF BATTLE	IMPERIAL	4	FORM	0	5	4	11	1	12	15	5	7	HEROIC
IMPERIAL GUARD	IMPERIAL	3	FORM	0	4	2	9	1	9	15	5	5	

tactica	L cont.	RACE	MOVE	MOVE THE	ore of	HECK	MELE	RANG	la latting	DEFER	St. Strate	SPULL	i i fadi	RESERVE SPECIALS
	TYRANID WARRIORS	TYRANID	3	FORM	0	6	15	16	1	16	15	5	10	FEARSOME LEADER HEROIC
	BROOD GUARD	TYRANID	3	FORM	0	4	8	10	1	11	15	5	4	
1	TERMAGANTS	TYRANID	4	FORM	0	4	5	11	1	3	15	5	4	SWARMING

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A	ERIAL	RACE	<b>MOV</b>	HOVE THE	e oreo	MECH	TOPE MELE	ATTACK RANGE	D ATTACK	DEFEN	S STREET	SPOTI	ik day	ESHIP SPECIALS
	SWOOPING HAWK EXARCH	ELDAR	5	FLYING	0	8	9	13	1	14	10	6	8	SINGLE ENTITY
***	SWOOPING HAWKS	ELDAR	5	FLYING	0	7	5	10	1	12	15	6	7	
3	SERAPHIM	IMPERIAL	5	FLYING	0	,6	2	12	1	13	15	6	7	HEROIC
	JUMP MARINES	IMPERIAL	5	FLYING	0	5	10	9	1	14	15	6	8	
A	GARGOYLES	TYRANID	7	FLYING	0	5	1	10	1	10	15	6	3	CLOUD ATTACK

PSYKI	ER	RIACE	MON	MON	ORG	IMITA	WELL	RAM	ATTA	DEFE	STRE	Skot.	LEAD	SPECI
	FARSEER	ELDAR	3	OPEN	0	8	17	17	2	13	10	5	10	SINGLE ENTITY LEADER
	WARLOCK MASTER	ELDAR	3	G2EN	0	7	13	13	2	11	10	4	8	SINGLE ENTITY
	WARLOCK CHAMPION	ELDAR	3	OPEN	0	6	13	0	1	9	10	4	6	SINGLE ENTITY
	WARLOCK	ELDAR	3	OPEN	0	5	9	0	1	7	10	4	5	SINGLE ENTITY
	LIBRARIAN	IMPERIAL	3	OPEN	0/м	6	15	0	1	20	10	4	8	SINGLE ENTITY LEADER
The state of the s	HIVE TYRANT	TYRANID	3	OPEN	0	6	21	21	2	24	10	4	10	SINGLE ENTITY LEADER TERRIFYING HEROIC
	ZOANTHROPE	TYRANID	3	OPEN	0	3	3	16	2	18	10	5	10	SINGLE ENTITY LEADER FEARSOME HEROIC
	MAGUS	TYRANID	3	OPEN	0	5	2	12	2	11	10	4	5	SINGLE ENTITY LEADER

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ASSAU	JL†	a.A.C.E	MOVE	MOVE TO	ore ore	R MEGI	MELE WELL	ATTACK	D ATTACK	DEFE	ie Cie Street	stri sport	in Leading	STECINIS
	AVATAR	ELDAR	4	WALK		7	24	0	1	25	10	4	10	SINGLE ENTITY LEADER TERRIFYING HEROIC
	HOWLING BANSHEE EXARCH	ELDAR	5	OPEN	0	10	15	0	1	14	10	3	8	SINGLE ENTITY STUNNING
	STRIKING SCORPION EXARCH	ELDAR	4	OPEN	0	9	15	0	1	16	10	3	8	SINGLE ENTITY
	HOWLING BANSHEES	ELDAR	4	OPEN	0	9	14	0	1	12	15	3	7	STUNNING
	STRIKING SCORPIONS	ELDAR	4	OPEN	0	8	12	0	1	14	15	3	7	
	TERMINATOR ASSAULT SQUAD	IMPERIAL	3	OPEN	0/M	6	19	0	1	19	15	3	9	LIGHTNING FIELD ARMOUR PIERCING LEADER
The state of the s	IMPERIAL ASSAULT SQUAD	IMPERIAL	4	OPEN	0	7	9	0	1	10	15	3	8	
Carlo Carlo	CARNIFEX	TYRANID	3	WALK	0	5	21	0	1	22	10	3	9	FRENZY SINGLE ENTITY TERRIFYING HEROIC
A.	GENESTEALERS	TYRANID	5	OPEN	0	9	16	0	1	9	15	3	9	FRENZY FEARSOME SWARMING
	HORMAGAUNTS	TYRANID	4	OPEN	0	6	11	0	1	7	15	3	4	FRENZY SWARMING

DEVASTATOR	RACE	MOVE	HOVE TH	OREO O	R MECH	MELE WELF	ATTACK RANGE	D ATTAC	DEFE	E STREET	SPORT	HE LEADER	SPECIALS
DEATH JESTER	ELDAR	4	OPEN	0	7	0	13	2	10	10	5	6	FEARSOME INVISIBLE LETHAL SINGLE ENTITY
DARK REAPER EXARCH	ELDAR	3	OPEN	0	5	0	17	2	15	10	4	7	EXPLOSIVE SINGLE ENTITY ARMOUR PIERCING
FIRE DRAGON EXARCH	ELDAR	3	OPEN	0	6	0	15	2	14	10	4	7	SINGLE ENTITY ARMOUR PIERCING
DARK REAPERS	ELDAR	3	FORM	0	4	0	15	2	12	15	4	6	EXPLOSIVE ARMOUR PIERCING
FIRE DRAGONS	ELDAR	3	FORM	0	5	0	13	2	11	15	4	6	ARMOUR PIERCING
TERMINATOR DEVASTATOR SQUAD	IMPERIAL	3	FORM	0/М	5	12	15	2	17	15	4	9	RAPID FIRE LEADER
MARINE DEVASTATOR SQUAD	IMPERIAL	3	FORM	0	5	4	14	2	14	15	4	8	ARMOUR PIERCING
IMPERIAL MISSILE TEAM	IMPERIAL	3	FORM	0	4	2	12	2	9	15	4	3	ARMOUR PIERCING
VENOM WARRIORS	TYRANID	3	FORM	0	5	12	16	2	16	15	4	10	FEARSOME HEROIC EXPLOSIVE LEADER
BROOD MISSILE TEAM	TYRANID	3	FORM	0	4	6	12	2	11	15	4	3	ARMOUR PIERCING

WARMAC	НІПЕ	RACE	MOVE	MOVE TH	ORGO	R MECH	NELE!	ATHE	D ATTAC	DEFEN	SE STREET	SPOT	HE LEADE	RSHIP SPECIALS
	FIRE PRISM	ELDAR	5	HOVER	М	3	0	19	2	18	15	4	5	ARMOUR PIERCING POP-UP ATTACK EXPLOSIVE
	FALCON	ELDAR	5	HOVER	М	4	0	17	2	18	15	4	5	ARMOUR PIERCING POP-UP ATTACK
The state of the s	WRAITHLORD	ELDAR	3	WALKER	М	3	13	15	2	17	15	4	6	SINGLE ENTITY DISTORTION
THE STATE OF THE S	WARWALKER	ELDAR	3	WALKER	0/М	3	0	17	2	19	15	4	5	ARMOUR PIERCING RAPID FIRE
	VYPER	ELDAR	6	HOVER	0/м	4	0	15	2	13	15	4	5	POP-UP ATTACK
	LEMAN RUSS	IMPERIAL	4	TANK	М	4	0	16	2	20	15	4	8	ARMOUR PIERCING EXPLOSIVE
	LAND RAIDER	IMPERIAL	5	TANK	М	3	0	18	2	21	15	4	8	ARMOUR PIERCING
	SISTERS IMMOLATOR	IMPERIAL	4	TANK	М	3	0	17	2	18	15	4	7	CLOUD ATTACK
	BROOD LEMAN RUSS	TYRANID	4	TANK	М	4	0	16	2	20	15	4	7	ARMOUR PIERCING EXPLOSIVE
	BROOD LAND RAIDER	TYRANID	5	TANK	М	3	0	18	2	21	15	4	7	ARMOUR PIERCING

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